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Subject: Re: Tiberium will KICK A\$\$!

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 11 Jul 2008 15:44:37 GMT

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Single player might be worth a run through, the multiplayer seems boring though. Just you commanding an AI squad and taking over Tiberium outposts.

Anyways it seems like this whole game revolves around the bots and commanding bots. That means if the AI isn't smart enough, the whole game theory crashes to the ground, so EA better get that right.

Nonetheless though, it's not my kind of game.

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